# 4 QUATTRO Adventure

## Boomerang Kid™

It's a little known fact but boomerangs don't actually return when you chuck them. They were invented by the Aborigines to train kangaroo's to jump on their back legs. The concept of using the boomerang as an aeronautic yo-yo is a confidence trick invented by Bob Smith.

"I bet that I can lob this bent stick and it will return to my hand," goads Bob to his victim, in the queue to the dunny outside the pub.

I should mention that the victim is usually in such a far state of inebriation, that he doesn't see the elastic string attached to the stick. He just marvels at the sight cries "blimin' Emma" and stumps up his forfeit.

Poor Boomerang Kid, so taken in by the ruse, he spent the entire day chucking New South Wales' entire boomerang collection every where trying to copy Bob. Now the Aborigines need them all back!

### Instructions

Boomerang Kid has lost the New South Wales' entire set of Boomerangs. They have been lost in three zones:

The Outback / The Castles / The Caves

Boomerang kid must collect all of the boomerangs from each sub zone before he can continue to the next. Collect each one by jumping on it. Complete the level quickly because if the time runs out, you will lose a life.

### Creatures

Avoid all contact with the wildlife. They spell instant death and Boomerang Kid will lose a life.

### Switches

Some rooms have concealed switches which must be pressed to reveal hidden secrets!

### Springs

Jump on the springs and see the Kid fly high in the air!

### Hints 'n' Tips

- Don't fall too far or you could lose a life.
- Beware, sometimes the scenery can come to life.
- Extra lives are awarded at the end of each zone.

### Controls

| | |
|---|---|
| A | Jump. Press this down longer for larger jumps. |
| Start | Pauses the game. Press start again to resume. |
| Select | Speeds the timer up so you can abort the game if you're stuck. |

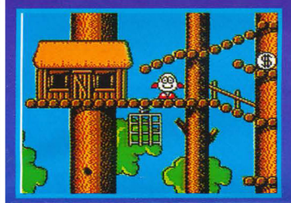
## Treasure Island Dizzy™

Dizzy had decided that day to set off for an adventure in his new boat, HMS Eggwhite.

The wind was soon in the sails and before long the land of Zakeria was a mere speck on the horizon. Feeling hungry Dizzy decided to break out his rod and plop it overboard and catch a fish for his tea.

Before long his eyes began to get heavy and soon he was fast asleep. In fact he was so asleep, he slept through a thunder storm. In fact he slept through crashing waves.

In fact he slept through a howling gale. In fact the only thing that woke him up was a wallop on the back of the head as lightning struck the main sail sending it crashing to the deck.



The next morning he found himself on an island beach.

"I hope it isn't true about those stories" he thought

"NO! cannibals don't really eat eggs for breakfast!"

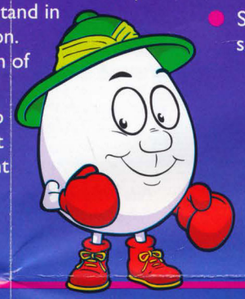
### Instructions

To start with you will only be able to explore a small part of the map as you are stopped from going further by different puzzles. As you solve each puzzle the map will open up and you will discover yet more puzzles.

### Solving puzzles

When you find an object, stand in front and press the B button. Dizzy can carry a maximum of three objects.

To solve the puzzle pick up the object and place it next to the problem. Experiment with the exact place as position can be quite important.



### Solutions

Either find a way off the island and back to the yolkfolk. Otherwise find thirty pieces of gold hidden around the island.

### Hints 'n' Tips

- Be careful underwater.
- The magic pebble was left by totem pole builders.
- Some creatures help Dizzy some don't.

### Controls

| | |
|---|---|
| Left | go left |
| Right | go right |
| A | is to jump |
| B | Pick up drop or use object. |
| Start | will pause the game press start again to continue. |

## Super Robin Hood™

In the ancient heart of olde England, the Sheriff of Nottingham ruled his people with a fist of iron.

While the good King Richard crusaded, the Sheriff extorted higher and higher taxes from the poor folk of the land. Those who dared complain were thrown in the castle dungeons to rot.

Only one man could save them. A legend amongst men known as Robin Hood. Once a noble man with land, servants and livestock, Hood becomes an outlaw and vows to defend the helpless, protect the needy and right evil.

But the Hood's first quest was not for the people, it was to rescue his beloved Marion!

### Keys and Treasure

The route through the castle is long and hazardous. Robin must find the keys to open doors and activate lifts. Collect the treasure you find on the way.

### Hearts and lives

The game starts with three lives. Each life has three chances. These are indicated as the heart shapes on the screen. Extra hearts can be found around the castle collect six and you will have a new life. Each time you are hit by something, you will have a short time of invulnerability so you can get out of the way.

### Secret Passages

Like all castles, Nottingham is littered with secret passages. If you can find the trigger points they will be revealed. So get searching!

### Water and Lava

Robin can wade through water, but he will be hurt by the boiling lava. Beware!

### Trampolines

In the castle you will find trampettes which Robin can jump on. To get a really high jump bounce on the tramp several times.

### Hints 'n' Tips

- Duck below some arrows to miss them
- Jump above some arrows.
- Learn the thugs' firing routines, don't just rush into places.

### Controls

| | |
|---|---|
| Up | Climb ladders |
| Down | Crouch climb down ladders |
| Left | Run left |
| Right | Run right |
| A | Jump |
| B | Load then shoot arrow. |

### Advanced Controls

Allow Robin a run up time to jump large gaps. Run fast then push down and Robin will crouch slide. This helps getting into tunnels.

## Linus Spacehead™

Linus Spacehead Return to Linolium

Linus screamed past his home planet at just under 300,000 miles an hour. "This baby's really cooking! It's a dead cert to win the Galactic Car Race" His foot hit the floor as he streaked across the galaxy.

Suddenly the engine's note changed and the doobry sprocket whined continually.

"Galactic goof ups! I've run out of gas and now the doobry sprocket's jammed. Of all the luck".

The stellar boy racer careered out of control, did a broadside round cosmo corner and shot a red light on the milky intersection narrowly missing a clapped out Cosmo Capri 58 Model.

Stamping on the brakes he skidded again missed a big red planet, dodged a blue moon and hit a green one.

Linus came to find his spacecraft ditched, tail pipe fenders and antennae everywhere. Worst still he found he was stuck on a dodgy planet called Earth described in his guide book as MOSTLY HARMLESS.

### Instructions

Linus must get back to his home planet. To do this he must signal home, but unfortunately his radio is broken. Help him collect all the pieces back again by collecting them from the crash site.

### The Earth's Inhabitants.

Linus will see many strange earth creature he must avoid. Contact with most are deadly so avoid them.

### Cosmic Candy.

Linoleums most popular snack is well known for its healthy properties. Linus was well stocked with candy before his fender bending. Collect five and Linus will gain an extra life.

### Secret Rooms

Hidden around the planet you can find many secret rooms stuffed to the top with candy.

### Hints 'n' Tips

- On tricky jumps stand on the edge of the gap as close as you dare. Press jump and jump on the spot and then press the direction you wish to jump in.

- When Linus is stunned he gets knocked backwards. If you can't pass a creature stand with your back to him and when he's stunned he will be knocked past.

### Controls

| | |
|---|---|
| Left | run left |
| Right | run right |
| Down | will make Linus duck or crouch |
| A | makes Linus jump |
| Start | will pause the game press start again to unpause the game. |

## 4 QUATTRO Adventure was brought to you by...

**Boomerang Kid**

| | |
|---|---|
| PROGRAMMING | *Jason & Darren Falcus* |
| GRAPHICS | *Mike Murfitt* |
| MUSIC | *Allister Brimble* |

**SUPER ROBIN HOOD**

| | |
|---|---|
| PROGRAMMING | *The Oliver Twins* |
| GRAPHICS | *Paul Adams* |
| MUSIC | *Gavin Raeburn* |

**TREASURE ISLAND DIZZY**

| | |
|---|---|
| PROGRAMMING | *Andrew Graham* |
| GRAPHICS | *Stewart Graham* |
| MUSIC | *Gavin Raeburn* |

**Linus SPACEHEAD**

| | |
|---|---|
| PROGRAMMING | *Pete Williamson* |
| GRAPHICS | *Toby Eglesfield* |
| MUSIC | *Allister Brimble* |

***and generally artie techie things...***

| | |
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| *PROJECT MANAGER* | *Philip Oliver* |
| *PRODUCTION* | *Stewart Regan & Pat Stanley* |

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We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
**DO NOT** touch the connectors or get them wet or dirty.
**DO NOT** clean the game case with benzene, alcohol, paint thinner or other such solvents.
**DO NOT** store the game in places that are very hot or very cold.
**DO NOT** hit it or drop it or attempt to take it apart.
**DO NOT** use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or
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- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

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Written by CODEMASTERS

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